IN THE CLAIMS:

Please amend the claims as follows:

1. (Currently amended) A method, comprising:

assembling in a handheld telecommunication terminal ~~first column~~ a plurality of image objects of a slide in a first column, the plurailty of image objects forming part of the slide that change and are to be displayed sequentially ~~successively~~ one after the other when a multimedia presentation is played on the handheld telecommunication ~~a communication or computing~~ terminal having a display device, and also assembling in the handheld telecommunication terminal ~~a second column~~ any and all objects of the slide in a second column, the any and all objects forming part of the slide that remain static and are to be displayed in parallel with and side-by-side with any of the plurality of image objects of the first column when the multimedia presentation is played; and

displaying at the same time the first and second column side-by-side on the display device in the same horizontal arrangement as the objects will be displayed when the multimedia presentation is played, for editing by a user,

wherein the method further comprises presenting the user with a dialog box in which the user is able to provide a duration that the plurality of image objects of the slide that change is to be displayed.

2. (Previously presented) A method as in claim 1, wherein the multimedia presentation is for communication as a multimedia message service message.

3. (Currently amended) A method as in claim 1, wherein a synchronized multimedia integration language is used to prescribe how the multimedia presentation is to be played, and the plurality of image objects in the first column displayed for editing are ~~the objects~~ included in a sequential time container within a parallel time container of a code fragment according to the synchronized multimedia integration language.

4. (Currently amended) A computer program product comprising: a computer readable storage structure embodying computer program code thereon for execution by a computer processor in a communication or computing terminal, with said computer program code characterized in that it includes instructions for performing ~~the steps of~~ the method of claim 1.

5. (Currently amended) An apparatus, comprising:

means for assembling in a handheld telecommunication terminal ~~first column~~ a plurality of image objects of a slide in a first column, the plurailty of image objects forming part of the slide that change and are to be displayed sequentially ~~successively~~ one after the other when a multimedia presentation is played on the handheld telecommunication ~~a communication or computing~~ terminal having a display device, and also assembling in the handheld telecommunication terminal ~~a second column~~ any and all objects of the slide in a second column, the any and all objects forming part of the slide that remain static and are to be displayed in parallel with and side-by-side with any of the plurality of image objects of the first column when the multimedia presentation is played; and

means for displaying at the same time the first and second column side-by-side on the display device in the same horizontal arrangement as the objects will be displayed when the multimedia presentation is played for editing by a user,

wherein the apparatus further comprises means for presenting the user with a dialog box in which the user is able to provide a duration that the plurality of image objects of the slide that change is to be displayed.

6. (Previously presented) An apparatus as in claim 5, wherein the multimedia presentation is for communication as a multimedia message service message.

7. (Currently amended) An apparatus as in claim 5, wherein a synchronized multimedia integration language is used to prescribe how the multimedia presentation is to be played, and the plurality of image objects in the first column displayed for editing are ~~the objects~~ included in a sequential time container within a parallel time container of a code fragment according to the synchronized multimedia integration language.

8. (Previously presented) A telecommunications network including a plurality of telecommunications terminals at least one of which includes an apparatus according to claim 5.

9. (Previously presented) A method as in claim 1, wherein the second column includes only one object, which is to be displayed continuously when the presentation is played.

10. (Previously presented) An apparatus as in claim 5, wherein the second column includes only one object, which is to be displayed continuously when the presentation is played.

11. (Currently amended) An apparatus, comprising a processor configured via instructions stored on a computer-readable storage structure embodying computer program code so as to:

assemble in a handheld telecommunication terminal ~~first column~~ a plurality of image objects of a slide in a first column, the plurailty of image objects forming part of the slide that change and are to be displayed sequentially ~~successively~~ one after the other when a multimedia presentation is played on the handheld telecommunication ~~a communication or computing~~ terminal having a display device, and also assembling in the handheld telecommunication terminal ~~a second column~~ any and all objects of the slide in a second column, the any and all objects forming part of the slide that remain static and are to be displayed in parallel with and side-by-side with any of the plurality of image objects of the first column when the multimedia presentation is played; ~~and~~

display at the same time the first and second column side-by-side on the display device in the same horizontal arrangement as the objects will be displayed when the multimedia presentation is played for editing by a user; and

to present the user with a dialog box in which the user is able to provide a duration that the plurality of image objects of the slide that change is to be displayed.

12. (Previously presented) An apparatus as in claim 11, wherein the multimedia presentation is for communication as a multimedia message service message.

13. (Currently amended) An apparatus as in claim 11, wherein a synchronized multimedia integration language is used to prescribe how the multimedia presentation is to be played, and the plurality of image objects in the first column displayed for editing are ~~the objects~~ included in a sequential time container within a parallel time container of a code fragment according to the synchronized multimedia integration language.

14. (Previously presented) A telecommunications network including a plurality of telecommunications terminals at least one of which includes an apparatus according to claim 11.

15. (Previously presented) An apparatus as in claim 11, wherein the second column includes only one object, which is to be displayed continuously when the presentation is played.

16. (Previously presented) A method as in claim 1, wherein the method further comprises receiving a signal from the user containing information that the user would like to prescribe one or more properties for an image being displayed in an edit mode.

17. (Currently amended) A method as in claim 1, wherein the method further comprises receiving from the user ~~presenting the user with a dialog box in which the user is able to provide one or more properties for an image to be displayed, including to indicate~~ the duration the plurality of objects ~~image~~ is to be displayed.

18. (Currently amended) A method as in claim 17, wherein the method further comprises generating a code based on the duration the plurality of objects is to be displayed~~one or more properties ascribed to each image and the arrangement of objects on the display device in an editor mode~~, including where the code is based on a synchronized multimedia integration language.

19. (Previously presented) A method as in claim 1, wherein the method further comprises generating a code assuming a default duration for a slide into time segments of the same duration for each image, including where the code is based on a synchronized multimedia integration language.

20. (Previously presented) A method as in claim 1, wherein the method further comprises presenting the user with a text editor by which the user can provide a code for a slide, including referring to images either based on names associated with each and included in respective properties of the images, or based on an order in which the images appear on the display device in an edit mode, and also including where the code is based on a synchronized multimedia integration language.